a connector for operatively connecting to a computer-readable medium having a

processing speed setting attribute; and

processing circuitry for processing the video game program and user inputs from

the input devices in order to generate displays for the video game on the liquid crystal

display,

wherein the processing circuitry uses the processing speed setting attribute of the

computer-readable medium in order to set a processing speed for processing the video

game program, and

wherein the computer-readable medium also has a machine identification program

for identifying the type of hand-held display system with which the computer-readable

medium is used.

38.   (Amended)   The hand-held display system according to claim 34,

further comprising at least one operation occurring at a speed different than the

processing speed for processing the video game program.

REMARKS

Reconsideration and allowance of the subject patent application are respectfully

requested.

The Advisory Action dated April 15, 2003 indicates that claims 25-32 and

34-37 are objected to. Claims 25, 27, 29, 31, 34 and 36 have been written in self-

standing independent form and are now believed to be allowable. (Applicants

note that "memory media" in claims 29 and 31 has been changed to --memory

medium--.) Claims 26, 28, 30, 32, 35 and 37 each depends from one of these

allowable claims and are also believed to be allowable. Claim 38 has been

amended to depend from claim 34 and thus claims 38 and 39 (which depends

from claim 38) are also believed to be allowable. Claims 21, 22, 33 and 40 have

been canceled without prejudice or disclaimer.

The pending claims are believed to be in condition for allowance and early

notification to that effect is respectfully requested.

Respectfully submitted,

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<u>Version marked to show changes made</u>

IN THE SPECIFICATION

Claims 25, 27, 29, 31, 34, 36 and 38 have been amended as follows:

25.   (Amended)   <u>A</u> [The] game program storage medium <u>for use with a</u>

<u>portable game machine having a processor operable at a plurality of different clock</u>

<u>speeds</u> [according to claim 21], <u>said game program storage medium storing clock speed</u>

<u>data usable by said portable game machine in a process for setting a clock speed of said</u>

<u>processor and</u> further storing compatibility data usable by the processor of the portable

game machine to determine compatibility of the game program storage medium with the

portable game machine.

27.   (Amended)   <u>A</u> [The] game program storage medium <u>for use with a</u>

<u>portable game machine having a processor operable at a plurality of different clock</u>

<u>speeds</u> [according to claim 21], <u>said game program storage medium storing clock speed</u>

<u>data usable by said portable game machine in a process for setting a clock speed of said</u>

<u>processor and</u> further storing a machine identification program for identifying the type of

portable game machine with which the game program storage medium is used.

29.   (Amended)   <u>For use with a portable game machine having a game</u>

<u>program executing processing system including a microprocessor to execute a video</u>

<u>game program and player controls operable by a player to generate video game control</u>

signals; a [The] portable storage device [according to claim 22,] for controlling the

operation of said portable game machine comprising:

a memory medium for storing video game instructions and graphics and sound

data for said video game program; and

a connector for coupling said video game instructions and said graphics and sound

data retrieved from said memory medium to said portable game machine,

said video game instructions including a command for causing said

microprocessor to be set at one of a plurality of different clock speeds,

wherein the memory medium [media] further stores compatibility data usable by

the microprocessor of the portable game machine to determine compatibility of the

portable storage device with the portable game machine.

31.   (Amended)   For use with a portable game machine having a game

program executing processing system including a microprocessor to execute a video

game program and player controls operable by a player to generate video game control

signals; a [The] portable storage device [according to claim 22,] for controlling the

operation of said portable game machine comprising:

a memory medium for storing video game instructions and graphics and sound

data for said video game program; and

a connector for coupling said video game instructions and said graphics and sound

data retrieved from said memory medium to said portable game machine,

said video game instructions including a command for causing said

microprocessor to be set at one of a plurality of different clock speeds,

wherein the memory medium [media] further stores a machine identification

program for identifying the type of portable game machine with which the portable

storage device is used.

34.   (Amended)   A [The] hand-held display system for playing a video game

[according to claim 33], comprising:

a housing grippable by a user's hands;

a liquid crystal display viewable by the user gripping the housing;

input devices operable by the user when the user grips the housing;

a connector for operatively connecting to a computer-readable medium having a

processing speed setting attribute; and

processing circuitry for processing the video game program and user inputs from

the input devices in order to generate displays for the video game on the liquid crystal

display,

wherein the processing circuitry uses the processing speed setting attribute of the

computer-readable medium in order to set a processing speed for processing the video

game program, and

wherein the computer readable medium also has compatibility data usable by the

processing circuitry to determine compatibility of the computer-readable medium with

the hand-held display system.

36.   (Amended)   A [The] hand-held display system for playing a video game

[according to claim 33], comprising:

a housing grippable by a user's hands;

a liquid crystal display viewable by the user gripping the housing;

input devices operable by the user when the user grips the housing;

a connector for operatively connecting to a computer-readable medium having a

processing speed setting attribute; and

processing circuitry for processing the video game program and user inputs from

the input devices in order to generate displays for the video game on the liquid crystal

display,

wherein the processing circuitry uses the processing speed setting attribute of the

computer-readable medium in order to set a processing speed for processing the video

game program, and

wherein the computer-readable medium also has a machine identification program

for identifying the type of hand-held display system with which the computer-readable

medium is used.

38.　　(Amended)　　The hand-held display system according to claim 34 [33],

further comprising at least one operation occurring at a speed different than the

processing speed for processing the video game program.